What is claimed is:

Sub B1 1. An electronic gambling unit for allowing a user to play a main gambling game and a bonus round game, and for dispensing value to the user at the conclusion of the bonus round game, the electronic gambling unit comprising:

a display unit capable of generating color images associated with the main gambling game and the bonus round game;

an input device that allows the user to make a plurality of input selections;

a currency-accepting mechanism that is capable of allowing the user to deposit a medium of currency;

a value-dispensing mechanism that is capable of dispensing value to the user; and

a controller operatively coupled to the display unit, the input device, the currency-accepting mechanism, and the value-dispensing mechanism, the controller comprising a processor and a memory operatively coupled to the processor,

the controller being programmed to allow the user to make a wager via the input device after the currency-accepting mechanism detects deposit of currency by the user;

the controller being programmed to cause the display unit to display a first sequence of images representing the main gambling game after the user makes a wager, the first sequence of images representing a main gambling game selected from the group of video gambling games consisting of video poker, video slots, video blackjack, video keno and video bingo,

at least one of the images comprising an image of at least five playing cards if the video gambling game is video poker,

at least one of the images comprising an image of a plurality of simulated slot machine reels if the video gambling game is video slots,

at least one of the images comprising an image of a plurality of playing cards if the video gambling game is video blackjack,

at least one of the images comprising an image of a bingo grid if the video gambling game is bingo, and

at least one of the images comprising an image of a keno grid if the video gambling game is keno,

the controller being programmed to determine, after the first sequence of images has been displayed, an outcome of the main gambling game represented by the first sequence of images and to determine a currency payout associated with the outcome of the main gambling game,

the controller being programmed to determine the occurrence of a triggering event during execution of the main gambling game,

the controller being programmed to cause a second sequence of images to be generated on the display after detecting the triggering event, the second sequence of images representing the bonus round game,

the controller being programmed to determine, after the second sequence of images has been displayed, an outcome of the bonus round game represented by the second sequence of images and to determine a bonus payout associated with the outcome of the bonus round game,

the controller being programmed to cause the value-dispensing mechanism to dispense value to the user after the bonus payout has been determined, and

the controller being programmed to return to the main gambling game at the conclusion of the bonus round game.

2. The electronic gambling unit of claim 1, wherein the currency-accepting mechanism comprises one of a coin slot, a bill reader, and an electronic reader that is capable of reading an item having data stored thereon.

Sub A2 3. The electronic gambling unit of claim 1, wherein the currency-accepting mechanism comprises an electronic reader that is capable of reading an item having data stored thereon, and the controller is programmed to cause the value-dispensing mechanism to dispense value after the bonus payout has been determined based on data stored on the item.

4. The electronic gambling unit of claim 3, further comprising an interface connecting the electronic gambling unit to a player tracking system, wherein the controller is programmed to transmit data stored on the item to the player tracking system via the interface, to receive information related to the user associated with the item having date stored thereon from the player tracking system via the interface, and to cause the value-dispensing mechanism to dispense value after the bonus payout has been determined based on information received from the player tracking system.

5. The electronic gambling unit of claim 1, wherein the controller is programmed to cause the value-dispensing mechanism to dispense value after the bonus payout has been determined based on information entered by the user via the input device.

6. The electronic gambling unit of claim 1, wherein the value-dispensing mechanism is a printing apparatus and the dispensed value is an award ticket printed and dispensed by the printing apparatus and having indicia of at least one of a casino name, a ticket type, a validation number, a bar code, a date of issuance, a time of issuance, redemption instructions, redemption restrictions, and a description of the award.

7. The electronic gambling unit of claim 1, wherein the triggering event is the appearance in the first sequence of images of one of a combination of symbols and a bonus game symbol.

8. The electronic gambling unit of claim 1, wherein the value dispensed by the value-dispensing mechanism is at least one of paper currency, coins, tokens, gaming machine credit, a ticket redeemable for cash, a ticket for a show, a ticket for a meal, a ticket for casino services, a ticket for hotel services, incrementing credit stored on a smart card, and incrementing credit stored in a player tracking system.

Sub A3

9. An electronic gambling unit for allowing a user to play a main gambling game and a bonus round game, and for dispensing value to the user at the conclusion of the bonus round game, the electronic gambling unit comprising:

a display unit capable of generating color images;

an input device that allows the user to make a plurality of input selections;

a currency-accepting mechanism that is capable of allowing the user to deposit a medium of currency;

a value-dispensing mechanism that is capable of dispensing value to the user; and

a controller operatively coupled to the display unit, the input device, the currency-accepting mechanism, and the value-dispensing mechanism, the controller comprising a processor and a memory operatively coupled to the processor,

the controller being programmed to execute the main gambling game,

the controller being programmed to cause the display unit to display a first sequence of images representing the main gambling game, the first sequence of images representing a main gambling game selected from the group of video gambling games consisting of video poker, video slots, video blackjack, video keno and video bingo,

at least one of the images comprising an image of at least five playing cards if the video gambling game is video poker,

at least one of the images comprising an image of a plurality of simulated slot machine reels if the video gambling game is video slots,

at least one of the images comprising an image of a plurality of playing cards if the video gambling game is video blackjack,

at least one of the images comprising an image of a bingo grid if the video gambling game is bingo, and

at least one of the images comprising an image of a keno grid if the video gambling game is keno,

the controller being programmed to determine, after executing the main gambling game, an outcome of the main gambling game and to determine a currency payout associated with the outcome of the main gambling game,

the controller being programmed to determine the occurrence of a triggering event during execution of the main gambling game,

the controller being programmed to execute the bonus round game after detecting the triggering event,

the controller being programmed to determine, after the execution of the bonus round game, an outcome of the bonus round game and to determine a bonus payout associated with the outcome of the bonus round game,

the controller being programmed to cause the value-dispensing mechanism to dispense value to the user after the bonus payout has been determined, and

the controller being programmed to return to executing the main gambling game at the conclusion of the bonus round game.

10. The electronic gambling unit of claim 9, wherein the currency-accepting mechanism comprises one of a coin slot, a bill reader, and an electronic reader that is capable of reading an item having data stored thereon.

Sub A4) 11. The electronic gambling unit of claim 9, wherein the currency-accepting mechanism comprises an electronic reader that is capable of reading an item having data stored thereon, and the controller is programmed to cause the value-

dispensing mechanism to dispense value after the bonus payout has been determined based on data stored on the item.

12. The electronic gambling unit of claim 11, further comprising an interface connecting the electronic gambling unit to a player tracking system, wherein the controller is programmed to transmit data stored on the item to the player tracking system via the interface, to receive information related to the user associated with the item having date stored thereon from the player tracking system via the interface, and to cause the value-dispensing mechanism to dispense value after the bonus payout has been determined based on information received from the player tracking system.

13. The electronic gambling unit of claim 9, wherein the controller is programmed to cause the value-dispensing mechanism to dispense value after the bonus payout has been determined based on information entered by the user via the input device.

14. The electronic gambling unit of claim 9, wherein the value-dispensing mechanism is a printing apparatus and the dispensed value is an award ticket printed and dispensed by the printing apparatus and having indicia of at least one of a casino name, a ticket type, a validation number, a bar code, a date of issuance, a time of issuance, redemption instructions, redemption restrictions, and a description of the award.

15. The electronic gambling unit of claim 9, wherein the triggering event is the appearance in the first sequence of images of one of a combination of symbols and a bonus game symbol.

16. The electronic gambling unit of claim 9, wherein the value dispensed by the value-dispensing mechanism is at least one of paper currency, coins, tokens, gaming machine credit, a ticket redeemable for cash, a ticket for a show, a

ticket for a meal, a ticket for casino services, a ticket for hotel services, incrementing credit stored on a smart card, and incrementing credit stored in a player tracking system.

Sub A5 17. An electronic gambling unit for allowing a user to play a main gambling game and a bonus round game, and for dispensing value to the user at the conclusion of the bonus round game, the electronic gambling unit comprising:

a display mechanism capable of capable of displaying symbols associated with the main gambling game and the bonus round game;

an input device that allows the user to make a plurality of input selections;

a currency-accepting mechanism that is capable of allowing the user to deposit a medium of currency;

a value-dispensing mechanism that is capable of dispensing value to the user; and

a controller operatively coupled to the display mechanism, the input device, the currency-accepting mechanism, and the value-dispensing mechanism, the controller comprising a processor and a memory operatively coupled to the processor,

the controller being programmed to allow the user to make a wager via the input device after the currency-accepting mechanism detects deposit of currency by the user;

the controller being programmed to cause the display mechanism to display a first sequence of symbols representing the main gambling game after the user makes a wager,

the controller being programmed to determine, after the first sequence of symbols has been displayed, an outcome of the main gambling game represented by the first sequence of symbols and to determine a currency payout associated with the outcome of the main gambling game,

the controller being programmed to determine the occurrence of a triggering event during execution of the main gambling game,

the controller being programmed to cause a second sequence of symbols to be generated on the display after detecting the triggering

event, the second sequence of symbols representing the bonus round game,

the controller being programmed to determine, after the second sequence of symbols has been displayed, an outcome of the bonus round game represented by the second sequence of symbols and to determine a bonus payout associated with the outcome of the bonus round game,

the controller being programmed to cause the value-dispensing mechanism to dispense value to the user after the bonus payout has been determined, and

the controller being programmed to return to the main gambling game at the conclusion of the bonus round game.

18. The electronic gambling unit of claim 17, wherein the currency-accepting mechanism comprises one of a coin slot, a bill reader, and an electronic reader that is capable of reading an item having data stored thereon.

Sub A7

19. The electronic gambling unit of claim 17, wherein the currency-accepting mechanism comprises an electronic reader that is capable of reading an item having data stored thereon, and the controller is programmed to cause the value-dispensing mechanism to dispense value after the bonus payout has been determined based on data stored on the item.

20. The electronic gambling unit of claim 19, further comprising an interface connecting the electronic gambling unit to a player tracking system, wherein the controller is programmed to transmit data stored on the item to the player tracking system via the interface, to receive information related to the user associated with the item having date stored thereon from the player tracking system via the interface, and to cause the value-dispensing mechanism to dispense value after the bonus payout has been determined based on information received from the player tracking system.

21. The electronic gambling unit of claim 17, wherein the controller is programmed to cause the value-dispensing mechanism to dispense value after the bonus payout has been determined based on information entered by the user via the input device.

22. The electronic gambling unit of claim 17, wherein the value-dispensing mechanism is a printing apparatus and the dispensed value is an award ticket printed and dispensed by the printing apparatus and having indicia of at least one of a casino name, a ticket type, a validation number, a bar code, a date of issuance, a time of issuance, redemption instructions, redemption restrictions, and a description of the award.

23. The electronic gambling unit of claim 17, wherein the triggering event is the appearance in the first sequence of symbols of one of a combination of symbols and a bonus game symbol.

24. The electronic gambling unit of claim 17, wherein the value dispensed by the value-dispensing mechanism is at least one of paper currency, coins, tokens, gaming machine credit, a ticket redeemable for cash, a ticket for a show, a ticket for a meal, a ticket for casino services, a ticket for hotel services, incrementing credit stored on a smart card, and incrementing credit stored in a player tracking system.

Sub A7) 25. An electronic gambling unit for allowing a user to play a main gambling game and a bonus round game, and for dispensing value to the user at the conclusion of the bonus round game, the electronic gambling unit comprising:

an input device that allows the user to make a plurality of input selections;

a currency-accepting mechanism that is capable of allowing the user to deposit a medium of currency;

a value-dispensing mechanism that is capable of dispensing value to the user; and

a controller operatively coupled to the input device, the currency-accepting mechanism, and the value-dispensing mechanism, the controller comprising a processor and a memory operatively coupled to the processor,

the controller being programmed to execute the main gambling game,

the controller being programmed to determine, after executing the main gambling game, an outcome of the main gambling game and to determine a currency payout associated with the outcome of the main gambling game,

the controller being programmed to determine the occurrence of a triggering event during execution of the main gambling game,

the controller being programmed to execute the bonus round game after detecting the triggering event,

the controller being programmed to determine, after the execution of the bonus round game, an outcome of the bonus round game and to determine a bonus payout associated with the outcome of the bonus round game,

the controller being programmed to cause the value-dispensing mechanism to dispense value to the user after the bonus payout has been determined, and

the controller being programmed to return to executing the main gambling game at the conclusion of the bonus round game.

26. The electronic gambling unit of claim 25, wherein the currency-accepting mechanism comprises one of a coin slot, a bill reader, and an electronic reader that is capable of reading an item having data stored thereon.

Sub A8 27. The electronic gambling unit of claim 25, wherein the currency-accepting mechanism comprises an electronic reader that is capable of reading an item having data stored thereon, and the controller is programmed to cause the value-dispensing mechanism to dispense value after the bonus payout has been determined based on data stored on the item.

28. The electronic gambling unit of claim 27, further comprising an interface connecting the electronic gambling unit to a player tracking system, wherein the controller is programmed to transmit data stored on the item to the player tracking system via the interface, to receive information related to the user associated with the item having date stored thereon from the player tracking system via the interface, and to cause the value-dispensing mechanism to dispense value after the bonus payout has been determined based on information received from the player tracking system.

29. The electronic gambling unit of claim 25, wherein the controller is programmed to cause the value-dispensing mechanism to dispense value after the bonus payout has been determined based on information entered by the user via the input device.

30. The electronic gambling unit of claim 25, wherein the value-dispensing mechanism is a printing apparatus and the dispensed value is an award ticket printed and dispensed by the printing apparatus and having indicia of at least one of a casino name, a ticket type, a validation number, a bar code, a date of

issuance, a time of issuance, redemption instructions, redemption restrictions, and a description of the award.

31. The electronic gambling unit of claim 25, further comprising a display mechanism capable of displaying symbols associated with the main gambling game and the bonus round game, wherein the controller is operatively coupled to the display mechanism and programmed to cause the display mechanism to display a first sequence of symbols representing the main gambling game, and wherein the triggering event is the appearance in the first sequence of symbols of one of a combination of symbols and a bonus game symbol.

32. The electronic gambling unit of claim 25, wherein the value dispensed by the value-dispensing mechanism is at least one of paper currency, coins, tokens, gaming machine credit, a ticket redeemable for cash, a ticket for a show, a ticket for a meal, a ticket for casino services, a ticket for hotel services, incrementing credit stored on a smart card, and incrementing credit stored in a player tracking system.

Sub A9

33. A method of dispensing bonus awards to a user at the conclusion of a bonus round game of an electronic gambling unit the allows the user to play a main gambling game and a bonus round game, the method comprising:

executing the main gambling game;

determining, after execution of the main gambling game, an outcome of the main gambling game, and a currency payout associated with the outcome of the main gambling game;

detecting the occurrence of a triggering event during execution of the main gambling game;

executing the bonus round game after detecting the triggering event;

determining, after execution of the bonus round game, an outcome of the bonus round game, and a bonus payout associated with the outcome of the bonus round game;

dispensing value to the user via a value-dispensing mechanism after determining the bonus payout; and

returning to execution of the main gambling game at the conclusion of the bonus round game.

34. The method of claim 33, comprising accepting currency in one of a coin slot, a bill reader, and an electronic reader that is capable of reading an item having data stored thereon.

Sub A10

35. The method of claim 33, comprising:

accepting currency in an electronic reader capable of reading an item having data stored thereon; and

dispensing value after the bonus payout is determined based on data stored on the item.

36. The method of claim 35, further comprising:

transmitting data stored on the item to a player tracking system via an interface;

receiving information related to the user associated with the item having date stored thereon from the player tracking system via the interface; and

dispensing value after the bonus payout has been determined based on information received from the player tracking system.

37. The method of claim 33, comprising dispensing value after the bonus payout has been determined based on information entered by the user via the input device.

38. The method of claim 33, comprising wherein dispensing value as an award ticket printed and dispensed by a printing apparatus and having indicia of at least one of a casino name, a ticket type, a validation number, a bar code, a date of issuance, a time of issuance, redemption instructions, redemption restrictions, and a description of the award.

39. The method of claim 33, further comprising:

displaying a first sequence of symbols representing the main gambling game on a display mechanism; and

detecting the triggering event based on the appearance in the first sequence of symbols of one of a combination of symbols and a bonus game symbol.

40. The method of claim 33, comprising dispensing value to the user after determining the bonus payout as at least one of paper currency, coins, tokens, gaming machine credit, a ticket redeemable for cash, a ticket for a show, a ticket for a meal, a ticket for casino services, a ticket for hotel services, incrementing credit stored on a smart card, and incrementing credit stored in a player tracking system.

Sub A11 41. A programmed memory that is capable of being used in connection with an electronic gambling unit that allows a user to play a main gambling game and a bonus round game, that dispenses value to the user at the conclusion of the bonus round game, and that comprises a processor, an input device, a currency-accepting mechanism, and a value-dispensing mechanism, the programmed memory comprising:

a first memory portion physically configured in accordance with computer program instructions that would cause the electronic gambling unit to execute the main gambling game if the programmed memory were incorporated into the electronic gambling unit;

a second memory portion physically configured in accordance with computer program instructions that would cause said electronic gambling unit to determine an outcome of the main gambling game if the programmed memory were incorporated into the electronic gambling unit;

a third memory portion physically configured in accordance with computer program instructions that would cause said electronic gambling unit to determine the occurrence of a triggering event during execution of the main gambling game if the programmed memory were incorporated into the electronic gambling unit;

a fourth memory portion physically configured in accordance with computer program instructions that would cause said electronic gambling unit to execute the bonus round game after detecting the triggering event if the programmed memory were incorporated into the electronic gambling unit;

a fifth memory portion physically configured in accordance with computer program instructions that would cause said electronic gambling unit to determine an outcome of the bonus round game if the programmed memory were incorporated into the electronic gambling unit;

a sixth memory portion physically configured in accordance with computer program instructions that would cause said electronic gambling unit to determine a bonus payout associated with the outcome of the bonus round game if the programmed memory were incorporated into the electronic gambling unit;

a seventh memory portion physically configured in accordance with computer program instructions that would cause said electronic gambling unit to cause the value-dispensing mechanism to dispense value to the user after the bonus payout has been determined if the programmed memory were incorporated into the electronic gambling unit; and

an eighth memory portion physically configured in accordance with computer program instructions that would cause said electronic gambling unit to return to executing the main gambling game at the conclusion of the bonus round if the programmed memory were incorporated into the electronic gambling unit.

42. The programmed memory of claim 41, wherein the currency-accepting mechanism is an electronic reader that is capable of reading an item having data stored thereon, and the programmed memory further comprises a ninth memory portion physically configured in accordance with computer program instructions that would cause the value-dispensing mechanism to dispense value after the bonus payout has been determined based on data stored on the item if the programmed memory were incorporated into the electronic gambling unit.

43. The programmed memory of claim 42, wherein an interface connects the electronic gambling unit to a player tracking system, the programmed memory further comprising:

a tenth memory portion physically configured in accordance with computer program instructions that would cause the electronic gambling unit to transmit data stored on the item to the player tracking system via the interface if the programmed memory were incorporated into the electronic gambling unit;

an eleventh memory portion physically configured in accordance with computer program instructions that would cause the electronic gambling unit to receive information related to the user associated with the item having date stored thereon from the player tracking system via the interface if the programmed memory were incorporated into the electronic gambling unit; and

a twelfth memory portion physically configured in accordance with computer program instructions that would cause the value-dispensing mechanism to dispense value after the bonus payout has been determined based on information received from the player tracking system if the programmed memory were incorporated into the electronic gambling unit.

44. The programmed memory of claim 41, further comprising a ninth memory portion physically configured in accordance with computer program instructions that would cause the value-dispensing mechanism to dispense value after the bonus payout has been determined based on information entered by the user via the input device if the programmed memory were incorporated into the electronic gambling unit.

45. The programmed memory of claim 41, wherein the value-dispensing mechanism is a printing apparatus and the dispensed value is an award ticket, the programmed memory further comprising a ninth memory portion physically configured in accordance with computer program instructions that would cause the printing apparatus to print and dispense award tickets having indicia of at least one of a casino name, a ticket type, a validation number, a bar code, a date of issuance, a time of issuance, redemption instructions, redemption restrictions, and a description of the award if the programmed memory were incorporated into the electronic gambling unit.

46. The programmed memory of claim 41, wherein the electronic gambling unit further comprises a display mechanism capable of displaying symbols associated with the main gambling game and the bonus round game, the programmed memory further comprising:

a ninth memory portion physically configured in accordance with computer program instructions that would cause the display mechanism to display a

first sequence of symbols representing the main gambling game if the programmed memory were incorporated into the electronic gambling unit; and

a tenth memory portion physically configured in accordance with computer program instructions that would cause the electronic gambling unit to determine the occurrence of the triggering event based on the appearance in the first sequence of symbols of one of a combination of symbols and a bonus game symbol if the programmed memory were incorporated into the electronic gambling unit.

47. The programmed memory of claim 41, further comprising a ninth memory portion physically configured in accordance with computer program instructions that would cause the value-dispensing mechanism to dispense at least one of paper currency, coins, tokens, gaming machine credit, a ticket redeemable for cash, a ticket for a show, a ticket for a meal, a ticket for casino services, a ticket for hotel services, incrementing credit stored on a smart card, and incrementing credit stored in a player tracking system if the programmed memory were incorporated into the electronic gambling unit.

48. The programmed memory of claim 41, wherein the programmed memory comprises a semi-conductor memory.

49. The programmed memory of claim 41, wherein the programmed memory comprises an optically-readable memory.